
Subject: Re: armv5l/linux: apps crash from huge mmap2() calls

Posted by [mirek](#) on Sun, 16 Dec 2007 22:23:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Anyway, even so, wrong endian seems to be the most likely cause.

The issue is that image loading code is "deserializing" certain 32 bit values to get the image dimension. If endianess is buggy, you are very likely to obtain some pretty big numbers....

If you have any means of debugging / logging, it would be interesting to inspect image dimensions, a result of Peek16le, ImageBlit.cpp 354. I bet they are wrong, because Peek16le does not work properly

Mirek
